1 Implement three classes: Storage, Counter, and Printer. The Storage class should store an integer. The Counter class should create a thread that starts counting from 0 (0, 1, 2, 3 ...) and stores each value in the Storage class. The Printer class should create a thread that keeps reading the value in the Storage class and printing it.

Write a program that creates an instance of the Storage class and sets up a Counter and a Printer object to operate on it.

**2** Modify the program from the previous exercise to ensure that each number is printed exactly once, by adding suitable synchronization.

3. Producer Consumer implementation.

Create Producer thread for producing the toys of 10.

Create Consumer thread for consuming the toys.

A toy needs to have the name, price.

Start the production and Consumption threads. Consumer can consume only when there is a toy available and production completed.